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Issue 7 | July 2007

# 360zine

Free Magazine For Xbox 360 Gamers. *Read it, Print it, Send it to your mates...*

**BETA PLAYTEST PREVIEW**

## HALO 3

*After weeks of playing it to death, what does the beta mean for Halo fans?*

**FIRST LOOK PREVIEW!**

## PROJECT GOTHAM 4

*See the stunning new trailer inside*



**PLUS!  
MORE PREVIEWS**

**CALL OF DUTY 4  
TONY HAWK'S  
PROVING GROUND  
SKATE!  
DEVIL MAY CRY 4**

**ALSO INSIDE!**



**1 COLIN MCRAE DIRT**  
*Rally driving goes global*



**2 FORZA 2**  
*Top new racing sim*



**3 SHADOWRUN**  
*Smack up PC gamers*

**PLUS LOADS MORE!**

**LATEST PREVIEW!**

## GTA IV

*News from Liberty City*

**INTERVIEW  
KEVIN MULLARD  
DELVES INTO  
OVERLORD**



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TOGGLE FULL SCREEN VIEW

NEXT PAGE





# Welcome to 360Zine



So the wait is over and this month we've finally managed to get our hands dirty with the beta of Halo 3. You can find out what we (and many other industry pundits and gamers) reckon to Bungie's third outing starting on page 8. And don't forget to enter our compo to bag yourself a copy of the Legendary edition.

It's not all about Halo 3 though. Indeed looking at this month's Previews it's more to the power of four: GTA IV, PGR4, Devil May Cry 4, Call of Duty... 4. There's clearly something in the water. Blinding new games though, each and every one of 'em.

With Forza 2 and Colin McRae DiRT, driving is the order of the day when it comes to new releases. That and smacking up your PC gaming pals over a session of Shadowrun.

Dan Hutchinson, Editor  
360zine@gamerzines.com

**READER FEEDBACK!**  
Click here to tell us what you think of the new issue!

**WIN!**  
HALO 3  
LEGENDARY EDITION

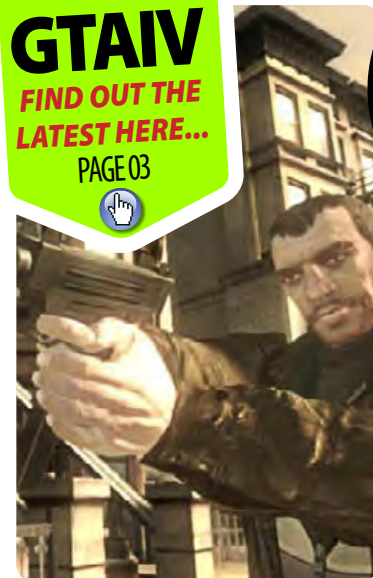


**Halo 3**  
IT'S HERE!  
(ON PAGE 08)

**Forza Motorsport 2**  
Fun with physics  
PAGE 25



**GTA IV**  
FIND OUT THE  
LATEST HERE...  
PAGE 03



**Community Section**  
5 COPIES OF  
THE DARKNESS  
UP FOR GRABS

**Overlord**  
Exclusive  
Interview with  
Kevin Mullard



**PGR4**  
First look preview  
PAGE 14

**QUICK FINDER**  
Every game's just a click away!

- GTA IV
- Call Of Duty 4
- Tony Hawk's Proving Ground
- Skate!
- Halo 3
- Project Gotham 4
- Devil May Cry 4
- Overlord
- The Chronicles of Riddick: Assault on Dark Athena
- Assassin's Creed
- Brother's In Arms: Hell's Highway
- End War
- Splinter Cell Conviction
- Colin McRae DiRT
- Forza Motorsport 2
- Shadowrun
- XBLA



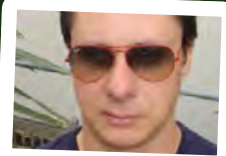
## MEET THE TEAM

Probably the best games writers on the planet



### Lee Hall

This month we have mostly been trying to get Lee to stop playing Halo 3 and start writing about it.



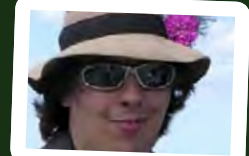
### Steve Hill

Steve has followed the McRae series since the dawn of time. Read his review on DiRT on p.22



### Chris Schilling

Forza Motorsport 2 has wowed Chris with its depth or telemetry. Or something.



### Ian Morris

Ian begged us to let him get his hands on Shadowrun. Find out if it was worth the wait...





IV

**Publisher:** Rockstar**Developer:** Rockstar North**Heritage:** Every last controversy-free one of the GTA games.**Link:** [www.gtaiv.com](http://www.gtaiv.com)**ETA:** October

Going down to Chinatown, for a bite to eat.

Head out to suburbia to scare some grannies.

**"Rockstar conjures an environment that's more tangibly alive than previous GTAs"**

It's all gone a bit 'Hitman' as, in disguise, you attempt to assassinate a squad of cheerleaders.

Is anyone else wondering when the guy pretending to look at fruit is going to pull out a Glock?

## FIRST LOOK

# Grand Theft Auto IV

*Life, Liberty and the pursuit of gaming perfection...*

## What's the story?

You play macho-stubbed Niko Bellic, an Eastern European hardass who'll do anything that pays to ascend the mob hierarchy of gritty ol' Liberty City.

## What do we know?

More is always more in videogames. And while Liberty City reflects four of the five major boroughs of NYC – the city it shamelessly mimics – it's little bigger in terms of area than the San Andreas of the previous generation forerunner.

The more here comes in the form of loving detail. Niko's face is a pitted storybook of scars and creases, and the buildings he skulks by are distinctive and varied, for instance. Realistically lengthening shadows, and the flutter of disturbed litter also help to conjure an environment that's more tangibly alive than previous GTAs.

In all the game is shaping up to be far more physically rounded and satisfying. The RAGE physics engine imbues Niko with a weight and presence that's reflected in the rides – a welcome improvement from the occasional ragdolls of earlier incarnations.

## When do we get more?

We're promised more next month. Rest assured – there's a horse's head winging it's way to any Rockstar official who denies us access to the game.

## Anything else to declare?

All we've seen of naughty Niko in battle mode is some over-the-shoulder third-person targeting, but even then the meat of gunplay looks set to be gripping and brutal.

**PREVIEW  
FEEDBACK!**  
Click here to  
tell us what  
you think of  
GTA IV!



# STUNTMAN IGNITION



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16+

[www.pegi.info](http://www.pegi.info)



PLAYSTATION 3

PlayStation 2



COMING AUGUST 2007

[www.stuntmanignition.com](http://www.stuntmanignition.com)

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**CALL OF DUTY 4**  
MODERN WARFARE

**Publisher:** Activision  
**Developer:** Infinity Ward  
**Heritage:** The first two CODs – but two out of three ain't bad.  
**Link:** [www.activision.com](http://www.activision.com)  
**ETA:** Christmas

Looks as if we'll get to don the inadequate battle gear of non-US forces too.

Either he's a sniper of a stag who's last night of freedom has gone horribly wrong.

**"Play as US forces tooled up with the latest in handheld killing kit"**

**PREVIEW FEEDBACK!**  
Click here to tell us what you think of COD 4

There's loads of stealthy, squad-based type play in the teaser trailer. Hmm...

## FIRST LOOK

# Call Of Duty 4: Modern Warfare

Full CoD4 preview in issue 6 **PCGZine**

*There's a nuclear threat, and no room in the bunker...*

### What's the story?

The Call of Duty series finally gets over its love affair with World War II and is dragged by its pustulous foot-filled boots into the 21st century.

### What do we know?

Once more you're thrust right into the line of fire, with your rapidly diminished cohort of buddies at your side. And, again, you're facing an intelligent, relentless and numerous foe...

Only this time you'll primarily play as US forces tooled up with screen-shaking armour units and the latest in handheld killing kit.

What appears to be a terrorist outfit with a strong Middle East connections (and... oh lord... is that a nuclear warhead?) is all that stands between you and retirement/forty years in a military hospital.

The gameplay action we've spied so far indicates your enemies are organised and formidable with levels taking place in dusty desert towns, leafy European fields and even an aircraft.

### When do we get more?

The game looks in better working order than your average, sand-filled British army rifle so playable code should not be too far off.

### Anything else to declare?

Destructible scenery, a cinematic vibe and, oh... a fresh sense of purpose for a maturing series.





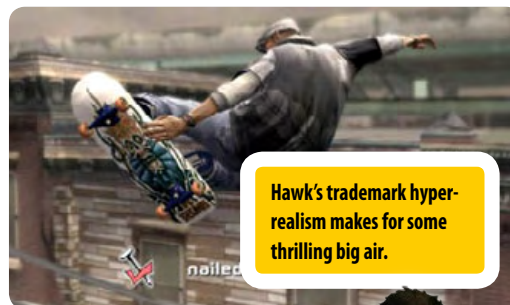
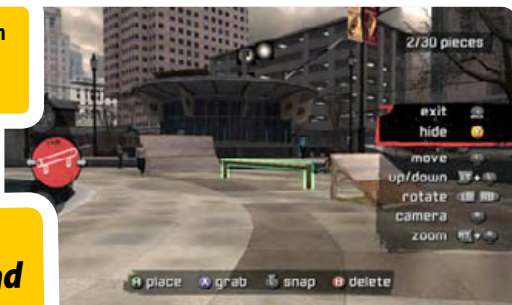
**Publisher:** Activision  
**Developer:** Neversoft  
**Heritage:** Many, many Tony Hawk's games. Many.  
**Link:** [www.activision.com](http://www.activision.com)  
**ETA:** Christmas



**Publisher:** EA  
**Developer:** EA Black Box  
**Heritage:** Need For Speed Underground and NFSU 2  
**Link:** [www.ea.com](http://www.ea.com)  
**ETA:** Christmas

The boring level creation bits are back in THPG. Woo... hoo...

"It's SKATE V Tony Hawk, and it's going to be one hell of a streetfight"



Hawk's trademark hyper-realism makes for some thrilling big air.

## SKATE EXPECTATIONS

This series shows the simple realism of EA's new skater. Tony Hawk's beware...



Skaters in Proving Ground sport cast-offs from Tony Hawk's 80s wardrobe.

## FIRST LOOK

# It's a skate off!

*Tony Hawk's Proving Ground V SKATE*

### What's the story?

EA's new kid on the block is looking to dethrone a wrinkly boarding legend with its brash new moves. It's SKATE V Tony Hawk, and it's going to be one hell of a streetfight...

### What do we know?

The last Tony Hawk, Project 8, was a brilliant return to form after a few iterations that had screeched off the rails – sadly details of this latest sequel are fairly skant.

That said, we know the successful Nail the Trick dynamic is expanded with Nail the Grind and Nail the Manual options that enable you to create tricks on the fly in delicious slow mo.

Improved online play (thank Hawk), a video mode, building options and a character development system should make this the finest Tony tear-up yet..

If there's any hint of complacency from a series that's reigned supreme in the extreme sports field arena since well before joypads had wires (remember them?), SKATE looks certain to capitalise.

A charm offensive of talent announcements and trick movies provide blockbuster headlines for an upstart that promises to prioritise that grass roots skating feel, with physics-led animations and customisable tricks.

The 'Flickit' right thumbstick moves mimic Tony's Nail It skills. Here, however, the trickery is more muted and realistic, but will it be as much fun?

### When do we get more?

Expect a robust response with shots and movies from the Hawk's camp, keen they won't be undone by EA's wannabe kingpin.

### Anything else to declare?

This is just the challenge Tony Hawk's needs to get even better.



"A fantastic, immersive and visceral gaming experience" — **loaded**

# THE DARKNESS

THE  
DARKNESS  
IS SPREADING.COM

OUT 29th JUNE  
on PLAYSTATION<sup>3</sup>  
and Xbox 360™



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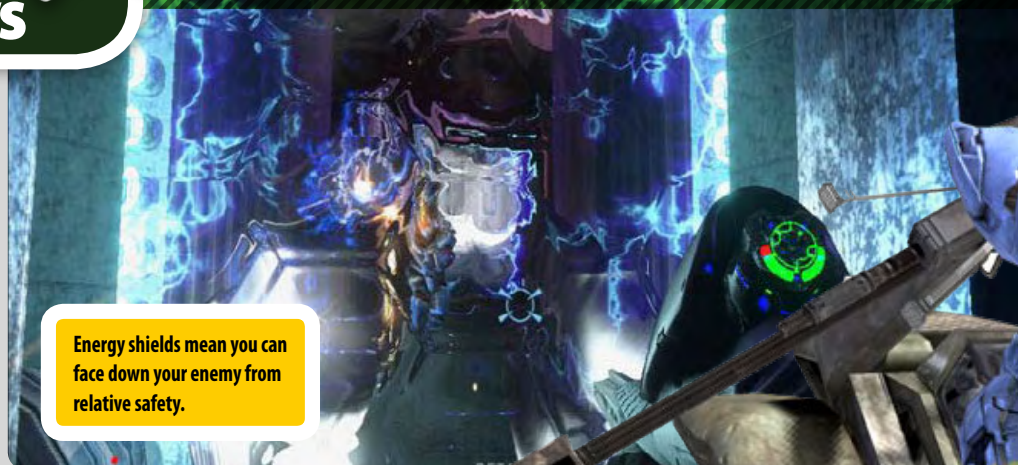


PLAYSTATION 3



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Energy shields mean you can face down your enemy from relative safety.

## HANDS-ON

# Halo 3

*Getting Beta all the time...*

**"M**an down! Man down!" Comes the cry from your latest quintet of blood brothers. You spin around to see if you can spy the red cross marking the bile-splattered patch of land where your colleague has fallen.

It's over there, in the tunnel next to your enemy's high ground foothold. You start lolloping towards it, knowing the frantically blasting body on the other end of the pleading voice crackling through your comms link is under fire and in danger of losing the game.

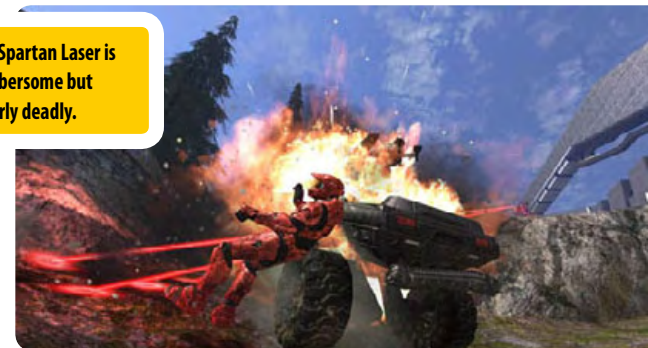
You bound over the crest of the hillock, exposing yourself to enemy

sniper fire. It's a risk – but if you don't join the fray now it's game over and kudos to the critters in Blue.

You can see your pal dodging flying bullets, leaping up and down like a deranged salmon as his armour periodically frazzles with the impact of a few more rounds. You're nearly there. You're locked and loaded. You're so focused on your >



The Spartan Laser is cumbersome but utterly deadly.





## > Halo 3 continued

mercy mission you barely notice the dancing targeting beam of a Spartan Laser...

Just as you're about to secure your hero status, there's a jolt... the camera pans back and you see your limp frame tumble to the ground. The booming voiceover clangs "Game Over" and you barely suppress an expletive as you slump back onto the sofa and the lights come up on the 'real world' around you.

Damn. You lost the match. Your cup of coffee's cold. Your toast's burnt. And is it getting dark outside, already?

### Hear us complaining?

Halo 3 is engrossing, to say the least. The beta version we've hammered to death over recent weeks may only contain three maps, but it's had us

Steal a flag, then speed away tittering like a little girl.



Missile pods look awesome, but they're not much good from point plank range.

hooked from day one – despite the small handful of glitches you'd expect for a game that isn't slated for release until late September.

There's a bit of lag in evidence during some matches – where you seem endlessly caught in a time warp of repeated actions as you try to break free from a base at the start of a game,

**"90% of the time we've enjoyed free-flowing, no-hitch gameplay that's rocked our world"**

for instance.

The game occasionally takes an age to load a map, and will sometimes boot you out of the action for no good reason – but these are issues that are typical of beta test phase play. There's little doubt they'll be ironed out in time for the full release too, given that 90% of the time we've enjoyed free-flowing, no-hitch gameplay that's rocked our world.

While we're nit-picking we should mention it take ages to find a game when you're a solo player. But waiting for a match to be populated only really seems to take so long sometimes because you're so damn keen to get stuck into the battling.

## ON THE LEVEL

*Our verdict on the three Beta levels*



**Valhalla**

**High ground**

**Snow bound**

### Valhalla

Valhalla is an expansive sniper's paradise, a large and broadly straight level with 'man cannons' at either end to launch you into a central flashpoint area of close combat battle. A wrecked ship and caves on either flank of the level provide cover to ensure long-range weapons experts will not have an unbridled field day. It's a fan's favourite and hosts varied battles in most game modes.

Certainly if you team up things get infinitely quicker – with only, say, four other players to find hooking up with rivals can take a matter of seconds. The system itself is a great match-making device – searching first for players of exactly your rank, before widening the trawl to fighters who are progressively better/ worse than you, thereby maximising your chance of a fair battle.

And, besides, even though at busy times we're seeing around 30,000





HALO 3



## > Halo 3 continued

players online – a huge number by the standards of most Live games – you can expect the number of players to skyrocket on release, and bring down match-making to lightning fast times.

### It's kinda magic

It's so easy to look beyond such minor

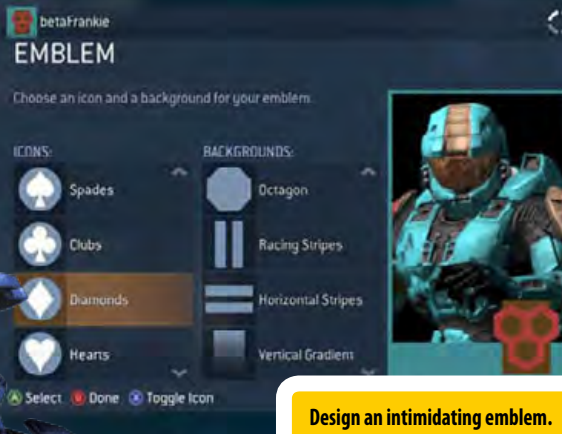
gripes with Halo 3 – and the fact that the visuals are not quite what we've become used to on our beloved white behemoth – because the balance of the gameplay, even at this stage, can be magical.

A vast array of weaponry, from the deliciously high impact shotguns, rapid-fire assault rifles (huzzah! – they're back) and ground-wrecking big guns >





HALO 3



Design an intimidating emblem.  
We stuck with the pouting lips we  
got by default. Mwah!

***"Use the sticky grenade to  
creep up on an enemy,  
tiptoe away and then watch  
him collapse in agony"***

## > Halo 3 continued

mean you're never far from being capped, and never truly safe, whatever gun you're carrying.

The array of grenades is as satisfying as we'd hoped – two frag grenades are standard issue when you start a map, and are ideal for newbies whose



For toe-to-toe  
battling you'll  
struggle to beat  
Halo 3.

targeting leaves something to be desired. Another highlight is the tricky-to-spot sticky grenade, always good for a sly chortle when you creep up on an enemy, tiptoe away and then watch him collapse in agony as you home in on your next prey.

The star area effect weapon,

however, isn't an offensive device at all. The bubble shield, which debuted in last year's Superbowl advert, doesn't just look cool, it regularly tips the balance of play in every flavour of match up.

Its most basic use is in throwing up a protective cordon when your armour ➤



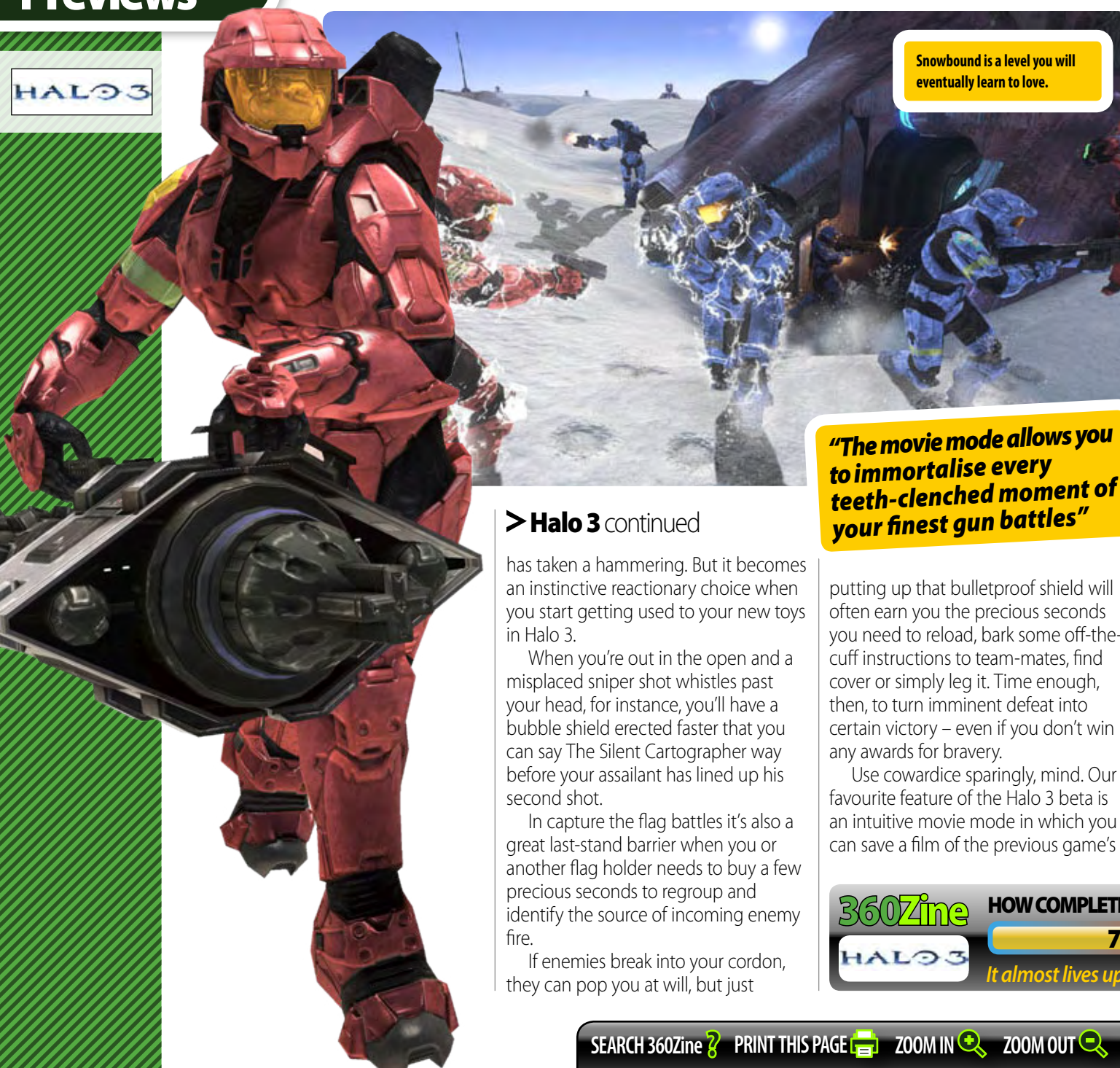
**FILM STAR**  
Click here to watch  
the Beta being  
played the way it's  
meant to be  
played...







HALO 3



Snowbound is a level you will eventually learn to love.

**"The movie mode allows you to immortalise every teeth-clenched moment of your finest gun battles"**

## > Halo 3 continued

has taken a hammering. But it becomes an instinctive reactionary choice when you start getting used to your new toys in Halo 3.

When you're out in the open and a misplaced sniper shot whistles past your head, for instance, you'll have a bubble shield erected faster than you can say The Silent Cartographer way before your assailant has lined up his second shot.

In capture the flag battles it's also a great last-stand barrier when you or another flag holder needs to buy a few precious seconds to regroup and identify the source of incoming enemy fire.

If enemies break into your cordon, they can pop you at will, but just

putting up that bulletproof shield will often earn you the precious seconds you need to reload, bark some off-the-cuff instructions to team-mates, find cover or simply leg it. Time enough, then, to turn imminent defeat into certain victory – even if you don't win any awards for bravery.

Use cowardice sparingly, mind. Our favourite feature of the Halo 3 beta is an intuitive movie mode in which you can save a film of the previous game's

**WIN!  
HALO 3  
LEGENDARY  
EDITION**



**Win Halo 3 Legendary Edition!**  
Simply tell us what you think of Halo 3 or what you'd like to see in the final version for your chance to win!

action – which means you can immortalise every teeth-clenched moment of your finest gun battles. It also means those who spent the match scampering around like a wimp may never live it down. ●

360Zine

HOW COMPLETE?

71%

FIRST IMPRESSIONS

88%

HALO 3

*It almost lives up to the hype*



# PCGZine

**STARCRAFT II PREVIEW**

**Time to find out what Blizzard did next**

**CALL OF DUTY 4**

**A full, multimedia enhanced preview**

**FOOTBALL MANAGER LIVE**

**The developers reveal all**

**PLUS: The Settlers Rise of an Empire**  
**Halo 2 – the PC version reviewed**



# PCGZine Issue 6

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## PCGZine

Issue 6 | June 2007

Free Magazine For PC Gamers. Read it, Print it, Send it to your mates.

**EXCLUSIVE PREVIEW INSIDE!**

### STAR CRAFT II

It's looking just a little bit special

**LATEST NEWS**  
**CALL OF DUTY 4**  
Bringing the show to you

**PREVIEWS**  
**ALONE IN THE DARK**  
Terrifying adventure

**THE SETTLERS**  
Now with girls!

**INTERVIEW!**  
tells how manager is online

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The best PC games previews & reviews  
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**GAMER**  
ZOOM IN ZOOM OUT TOGGLE





**Publisher:** Microsoft

**Developer:** Bizarre  
Creations

**Heritage:** Metropolis Street  
Racer, Project Gotham series

**Link:** <http://bizarreonline.net/pgr4.php>  
**ETA:** TBC

## FIRST LOOK

# Project Gotham Racing 4

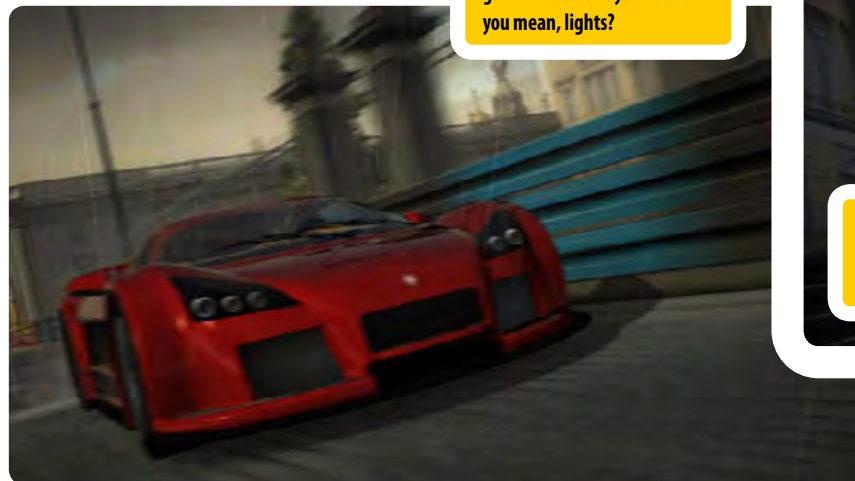
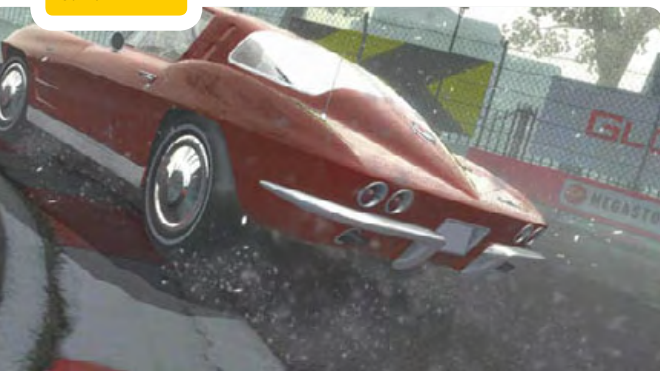
## Return of the raining champion

**W**hen is a driving game not a driving game? When it's so much more than a trumped up joyride against some jostling mates or a ticking clock. In other words, when it's Project Gotham Racing...

The ever evolving series is, for us, the best racing game out there. We've lost too many hours to it's RPG-style Kudos points system – which rewards you for the manner of your drive as much as your speediness – though we don't regret a single moment.

Well, except maybe our foul-mouthed Xbox Live tirade when that poser glanced us into oblivion on the 'straight as an arrow' Las Vegas strip. How were we to know he was twelve? We thought he was a girl... and when he started crying we just assumed it was a puppy yelping in the

**Spray it again, Sam.**



Those front-mounted machine guns will be handy. What do you mean, lights?

background...

Anyway, PGR 4 is finally revealing itself – with a timely reminder of who's king of the road just as we settle down for another session with Forza Motorsport 2.

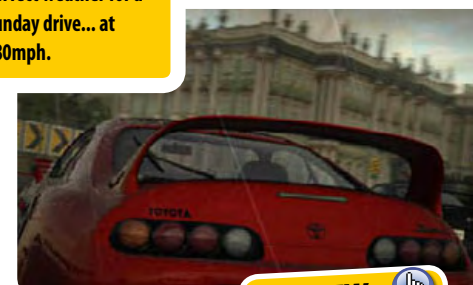
The first gameplay trailer reveals a fairly familiar PGR setup... city streets – in this case St Petersburg – are lined with variously cheering and disinterested fans (more of them than the scattering of moochers in previous games).

And when you're thirsty for

knowledge about a game that will undoubtedly top the Xbox Live most played list (after Halo 3, of course) such clues seem significant... Indeed, the number of onlookers turns out to hint at a key part of Bizarre Creations' shiny new racer.

Central to the action is a career mode in which your collected Kudos points (earned, for those who don't know, by completing mini challenges and daisy-chaining skill moves such as controlled skids and jumps) will bring you legions of fans.

Perfect weather for a Sunday drive... at 180mph.



**PREVIEW FEEDBACK!**  
Click here to tell us what you think of PGR 4



Bottlenecks like this will test your nerve.

**"Central to the action is a career mode in which your collected Kudos points will bring you legions of fans."**

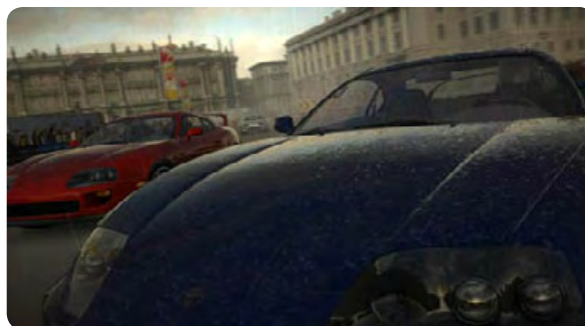
Drive the cars only your boss can afford.







Behave like an utter nobhead. Why not, it's a game?



That bonnet looks like my sweating brow after I've sprinted up a flight of stairs.



**"Weather is fully dynamic in Bizarre's latest creation."**

Either it's snowing or Pete Docherty just sneezed.

## > PGR4 continued

The loftier your status, the more punters will turn up to see you crash another mortgage-busting motor car.

And there's some tasty drives to prang. Bizarre has announced you'll slip behind the wheel of, amongst others, a 2004 TVR Sagaris, 1957 Maserati 250F, 2006 Ferrari 599 GTB Fiorano, 1965 Chevrolet Corvette Sting Ray, 2005 Vanwall GPR V12, 2005 Gumpert Apollo,

1997 Panoz GTR-1 Coupe and the fiendishly powerful 1993 Toyota Supra Turbo. Not all at once, mind.

Speaking of slips, it's time we got onto the star of the trailer we've provided below – the weather effects (yup turns out our strapline was a pun, and not a spelling mistake after all).

PGR has always relied on wonderfully designed courses, murderous AI drivers and bitter mates hooked up to Xbox Live to keep you on

your toes, but now you'll have Mother Nature to contend with. And In PGR 4, she's a motherfu... well, let's just say she ain't on your side.

Weather is fully dynamic in Bizarre's latest creation, with the sky blackening and giving way to the boom of distant thunder, before hissing down torrential rain.

And while water looks benign as the droplets form, refracting light like a physics teacher with a bag full of prisms, it'll turn the whole driving experience into the kind of vehicular nightmare you can only experience

when your missus relegates you to the passenger seat.

Just check out that spray for starters – that's going to cut visibility right down. And holding the line on tight bends will be a nightmare with surface water that looks to behave unnervingly like the real thing.

But this isn't a Sunday pootle to your local farmer's market – this is Project Gotham Racing 4, where every slippery bend, and water soaked chicane is an opportunity to push your driving skills to the limit, earn Kudos and carve out your driving legend. ●



**WET YOUR APPETITE**

Watch the rain fall in St Petersburg – oh, and some racing cars...



**360Zine**

**HOW COMPLETE?**

**70%**

**FIRST IMPRESSIONS**

**90%**



*A sumptuous skid pan of opportunity – we can't wait.*



## FIRST LOOK

# Devil May Cry 4

*We don't know much about the crying game. Actually, we do...*

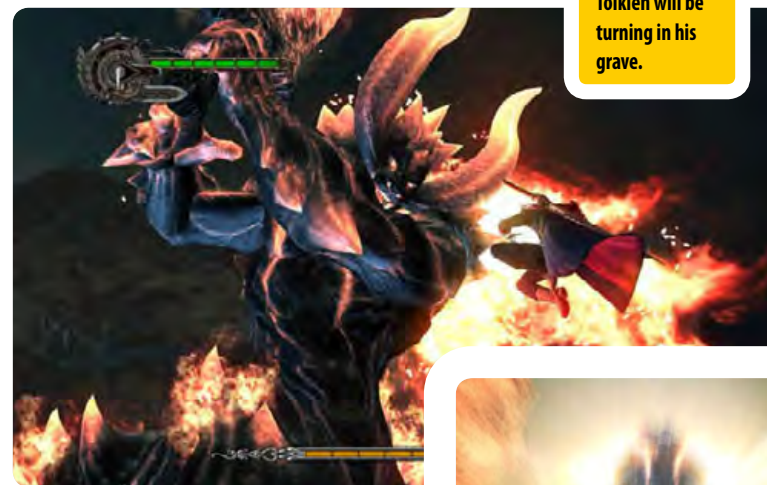
If you thought the Red Queen was a Communist gentleman kissing other gentlemen in a suspiciously tucked-away King's Cross sauna, you'd be right. But it's also the moniker of a sword – and a mighty one at that.

The blade in question is wielded by Nero, the agile, aggressive and generally unsuitable-to-marry-your-daughter hero who has karate-chopped Dante out of the spotlight for this latest Devil May Cry action adventure.

With a penchant for giving his kit fancy names, Nero also wields a double-barrelled pistol called the Blue Rose. Rumours that our hero refers to his underpants as the Brown Trout-catchers couldn't be confirmed... maybe because DMC 4 is still way off its nigh-on Christmas release date (or because we've just made it up).

There's no need to make up the rest of the details of a game that looks set to take the adrenaline-oozing action that has become the series' trademark and tweak it into over-drive.

For starters, Dante will also return as a playable character, so it's not all about the new kid on the block, even if much



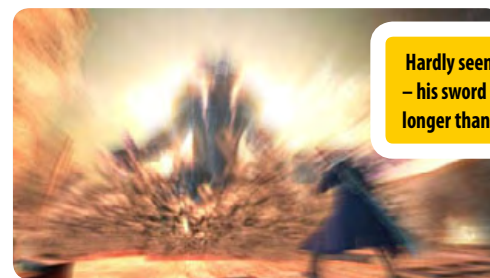
**PREVIEW  
FEEDBACK!**  
Click here to tell  
us what you  
think of Devil  
May Cry 4!

It's Berial –  
Tolkien will be  
turning in his  
grave.

of the action will take place from a fresh perspective.

The gameplay we've seen, and the video you can spy in this clever moving magazine, showcases the twin pistols of appeal at the heart of this frenzied third-person battler: unrelenting action and enormous foes.

DMC is made in the Japanese tradition of frequent flashpoint battling against multiple enemies, mixed in with screen-filling boss encounters. The beasts in the trailer video manage to seem menacing – even in our movie



Hardly seems fair  
– his sword is  
longer than me.

window, shaking each frame like a demented Balrog being poked in the privates with Gandalf's staff.

That's not all you'll be rubbing your eyes at, mind. Through Nero's blinkers you'll witness ex-DMC top dog Dante slicing and dicing his comrades in the elite order of Holy Knights, who – for those who don't know – basically kill



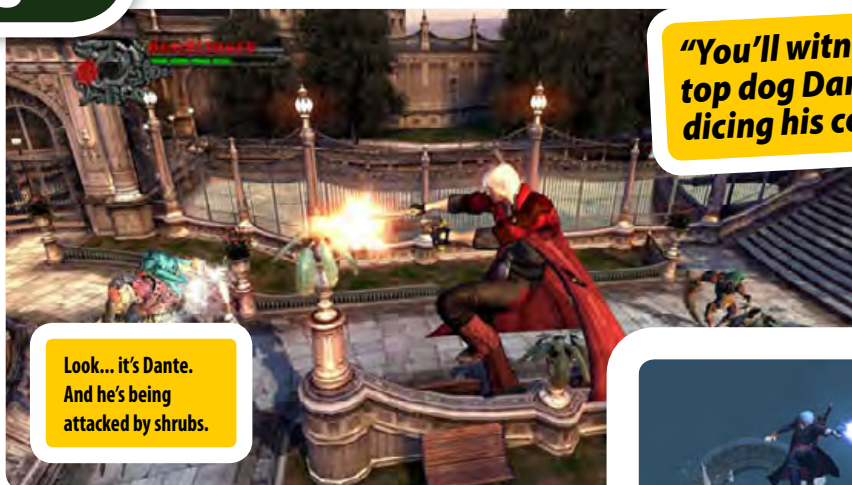
"Spirits - can you tell  
me where I left my  
nail-clipper?"

**"The twin pistols of appeal:  
unrelenting action and  
enormous foes."**



A deadly game  
of (giant)  
chess.





Look... it's Dante.  
And he's being  
attacked by shrubs.

"You'll witness ex-DMC  
top dog Dante slicing and  
dicing his comrades"



That'll be the old  
Devil Bringer in  
action, then.

## > DMC4 continued

all bad and kiss all good.

What's going on, we're meant to wonder? What's wrong with Dante, we are supposed to shout at the screen? Why, mummy, why?

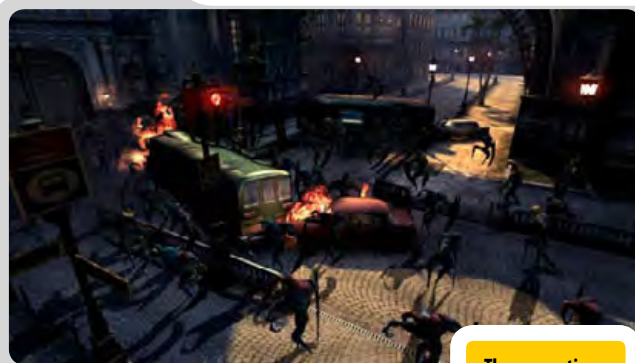
Indeed. And that's what you'll find out during the ensuing game of improbable – and therefore deeply satisfying – killing combos.

These combos are crucial to your progress - your varied manoeuvres and general masochistic showboating won't just earn you extra points, but they'll charge up your Devil Bringer (or right arm – told you this chump had a name for everything).

With your Devil Bringer (once again folks – that's your right arm) fully souped-up you can blast out a shaft of blue energy, grabbing your enemies and shaking them round like a bottle of champagne before you spray the pit girls in tight t-shirts. We digress...

Our only note of caution about the

Michael Flatley in  
the Broadway  
version of DMC4.



The congestion  
charge  
protesters  
descended on  
London.

game is that enemies are looking a touch docile at the moment – or at least the frost demon types a la the first DMC. But there's plenty of time for the development team to beef up the AI and turn what is shaping up to be an enjoyable romp into a truly challenging adventure. ●



CLICK HERE  
to view Nero the  
hero in action...



360Zine



HOW COMPLETE?

63%

FIRST IMPRESSIONS

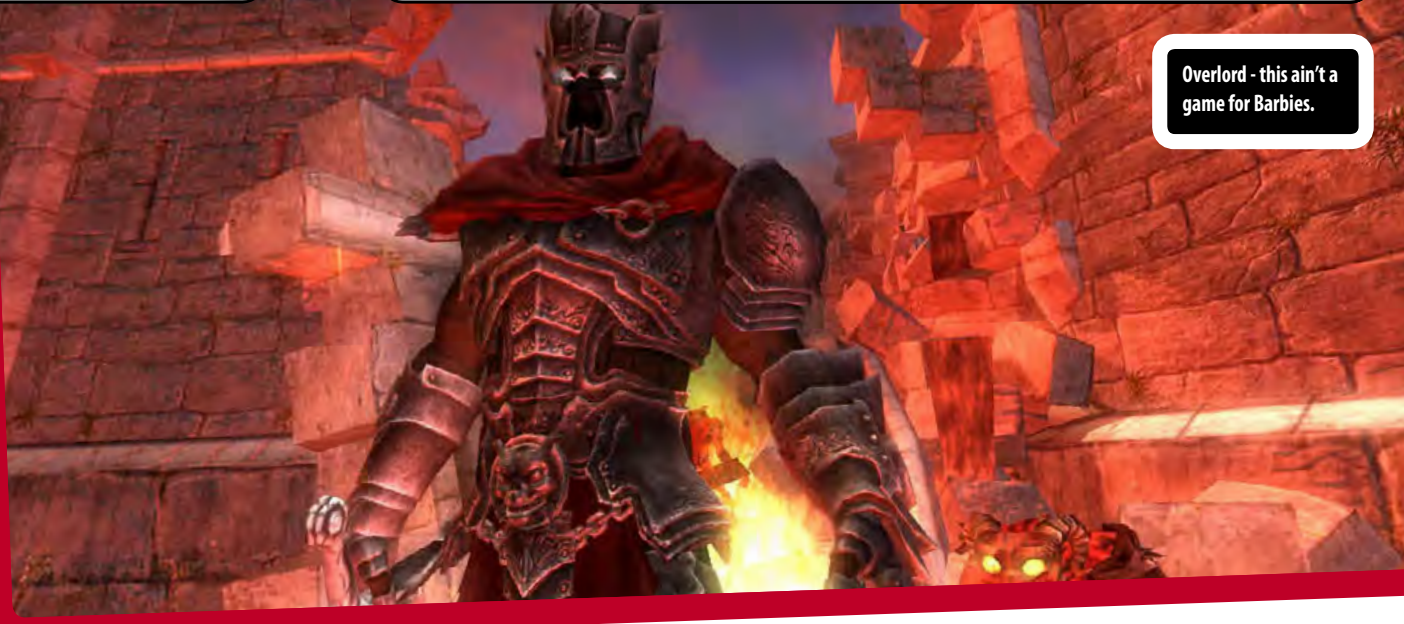
82%

We're all geared-up for a spot of Nero worship



# “The game is all about whether you’re going to be evil or really, really evil”

We interrupted Codies executive producer Kevin Mullard's sheep-killing spree to talk all things Overlord...



Overlord - this ain't a game for Barbies.

**H**e wasn't even working for Codemasters when he first spied Overlord, the evil action RPG in which you command an ever-growing army of babbling minions. But fate brought him to the company, and he hasn't stopped laughing since...

## Why did Overlord catch your eye?

I caught a glimpse of it two years ago while at another company. All I saw was minions hacking down sunflowers and I just thought 'this is fantastic'. The concept was so original and I thought it would work so well on consoles – it was originally a PC game.

## How much has the game changed since you first spotted it?

The core has stayed all the way through and we've developed the idea of the minions, which are the most important thing. We haven't lost anything during

development – just refined it. The controls, for instance, were very clunky - achieving a control scheme that works took an awful lot of time. Also, originally minions couldn't pick up things – but when we tried that out it worked so well – they can now pick up dozens of objects.

## So what makes Overlord so special?

Without doubt it's the minion. This is an action RPG, so there's always something going on. You start off with just three warrior minions – you can tweak them with a thumbstick or send them somewhere with a trigger and they'll guess what you mean. Want them to kill something? They'll kill it. Want them to break something? They'll break it.

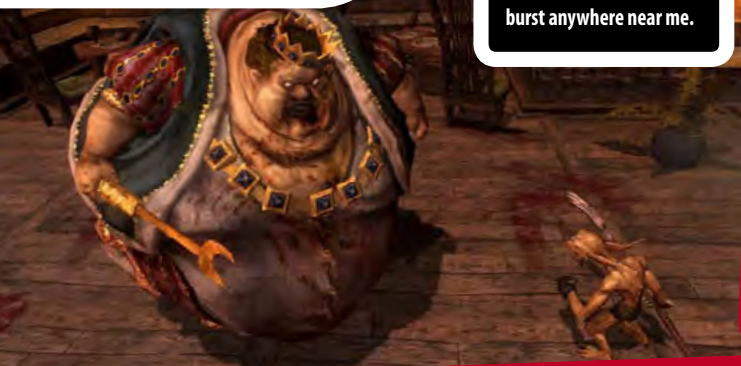
Eventually you'll have fifty minions in your horde that you can direct, with

thousands of minions back in your tower. Warriors are brown, the red minions are the range attackers, and the green minions are stealthy assassins. Blue minions can deal magical damage and swim (the others just drown horribly). They can also rush into the melee and drag the minions back and resurrect them.


## Sounds like it could be tricky to get your minions to do your exact bidding...

Not at all. Our minions are single minded – you're evil and your mission is to conquer the land. If you point them at a house, it's always gonna mean 'kick down the door and ransack it'. If you point at a sheep, it doesn't mean 'sheer it and make woolly jumpers' it means 'sneak up on it, bash it on the head and steal its lifeforce'.





Please God, don't let him burst anywhere near me.



Go my minions, and pick me up a packet of fags on the way back.

## "Overlord's humour is a Monty Python kind of thing"

### What's your favourite moment in Overlord?

That's bloody difficult. When you first see a minion stick a pumpkin on his head and realise that will work as genuine armour – that's funny. Or when you beat up a chef and realise minutes later one of your minions is sporting a chef's hat and brandishing a cleaver – that's good.

But possibly my favourite element is minions jester. He announces you in the throne room, referring to your actions comically – "welcome slayer of the eleven race, betrayer of mistresses..." It's very funny.

### Any plans for Xbox Live content?

We'd love to do some. We're looking at downloadable content, to add some different stuff but we can't say anything just yet. You'll have to wait and see.

### Finally, do you think we've seen the last of the Overlord universe?

It's definitely not a one-trick pony. There's so much to keep you busy in Overlord, and if we get calls for a sequel, there's so much more we can do.

Don't miss the Overlord review in next month's 360Zine



Developer: Codemasters  
Publisher: Triumph Studios

Players: 1

Features: A nasty protagonist, a band of evil minions, and gags galore.

Heritage: Age of Wonders  
ETA: June 29

## > Interview continued

### Doesn't this make for very crude gameplay? It doesn't sound very tactical...

It's a full on action game, but as you progress you get more minions and the very simple control to say 'wait there' which gives you an enormous range of options. You can, for example, select your red minions and say 'wait there' so they form up on a flag. They can then provide missile support as you rampage in as the Overlord.

In truth, most people start the game thrashing around with the

Overlord, then discover they can use minions, then finally that there are different types of minions all of which can be used against your enemies.

### Talking of the enemies – they are seven warriors who banished evil, so will we want to kill them?

Absolutely. Your mission is to stamp evil's authority back on the world and bring your tower back to its former

glory so you can increase your minion horde.

Besides, the cocky humans who beat back evil in the first place have all become drunk on their own power and fame. They've been corrupted and each one represents one of the deadly sins, so you shouldn't feel guilty bumping them off.

### So it's not so much a battle of good and evil as evil vs even more evil?

Yes. In fact, when you first turn up the peasants think you're going to help, which is quite amusing.

When you come across the fallen heroes (bosses) they've cohorts of their own – rabid unicorns, creatures made of bones called the skull tribe. You'll even come across a genocidal dwarf assisted by fat trolls and rock trolls. There are 50 enemies in the game in total. The game is all about whether you're going to be evil or really, really evil.

### So is choice central to the gameplay?

Absolutely. When you meet the genocidal dwarf, who has the last

remaining elf in a storeroom, you can kill the dwarf and rescue the elf – or simply nick all the dwarf's gold. Later you end up with a mistress – Rose, who helps upgrade your minions. But when her frankly sexier sister turns up you have to choose whether you want a piece of Velvet instead...

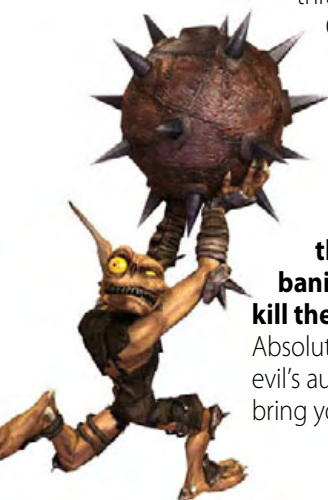
I mentioned the expectant peasants too – you don't have to kill them all, but it depends on how much of a bastard you want to be.

### Is humour crucial to the game?

Humour is vital because we wanted to do something different in a familiar environment. We tried to twist all the clichés, so humour is implicit in the game rather than the result of big setups. We got in great actors and a really good script, which we showed to Rhianna Pratchett (daughter of Terry) who brought humour to every event in the game. She brought the disparaging minion master encouraging you to bring death and destruction to life.

Overlord's humour is a Monty Python kind of thing and when I play it I'm still chuckling.

In Overlord, even the space-hoppers are evil.

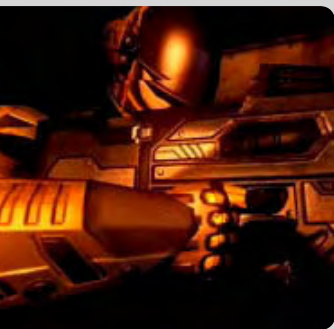






# INCOMING

Coming to an Xbox 360 near you...



## The Chronicles Of Riddick: Assault On Dark Athena

**Publisher:** Vivendi | **ETA:** Late 2007

As well as extended first-person blasting action and delicious new visuals, this latest Riddick boasts multiplayer action. And the baldest anti-hero since that geezer from Hitman.



## Brothers In Arms Hell's Highway

**Publisher:** Ubisoft | **ETA:** September

Hell's Highway is shaping up to be divine. The game's determination to take your sense of battlefield fraternity to new heights with so-called 'bro mos' underpins a shooter bristling with sentimentality as well as shoot-outs. As this piping hot screenshot shows, you're just as likely to be carrying your mates home in a body bag as cuddling up to him for a kip...



## Assassin's Creed

**Publisher:** Ubisoft | **ETA:** September

Ever fallen in love with someone before you've even met them? Strangely, we're already purring over Assassin's Creed, a sumptuous third-person affair that casts you as a 12th-century killer. In AC you set your itinerary, slicing the throats of your foes in your own time, and presumably making merry with serving wenches when you fancy it too.

## Conan

**Publisher:** THQ | **ETA:** Spring 2008

He may have dropped the 'Barbarian' moniker, but Conan is looking no less bloodthirsty on 360. The confined one-on-one combat of earlier games has also been ditched in favour of a dungeon-roaming mission brief in which you're charged with ridding the world of everything in a loincloth.



## The Clancy brothers...



## Tom Clancy's EndWar

**Publisher:** Ubisoft | **ETA:** Christmas

EndWar is not your usually Tom Clancy fare. It's an RTS set in a WWII-ravaged Earth where the plotlines are straight out of a wonderfully accessible novel and the graphics make last year's strategy offerings look like something a caveman knocked up after a long day of 'ugging'.

## Tom Clancy's Splinter Cell Conviction

**Publisher:** Ubisoft | **ETA:** Christmas

Someone, more than one someone in fact, is trying to track you down. They've got guns, technology and they're trained up to the hilt and all you have to rely on is your wit. Yup, this latest Splinter Cell is something of a departure from its forebears, and while our hero desperately tries to blend into the crowd, the gameplay does nothing of the sort. Improvised weaponry and your black market contacts may be all you can rely on to come this alive...



UPCOMING

SUMMER 2007

● **Bioshock** August ● **Mass Effect** September ● **Ratatouille** October ● **Just Cause 2** November ● **Universe At War: Earth Assault** March 08 ● **Saints Row 2** Septmeber 08

● **Burnout 5** June ● **Halo 3** September ● **Frontlines: Fuel Of War** October ● **Burnout 5** Christmas ● **Condemned 2** March 2008 ● **Rise Of The Argonauts** Spring 08

AUTUMN 2007

WINTER 2007

SPRING 2008



**MONSTER MADNESS**  
**BATTLE FOR SUBURBIA**

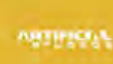
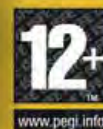
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REPLAY THIS VIDEO



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**Publisher:** Codemasters  
**Developer:** Codemasters  
**Heritage:** Colin McRae Rally, TOCA Race Driver  
**Link:** [www.codemasters.com/dirt](http://www.codemasters.com/dirt)  
**Out:** June 29th

# Colin McRae: DIRT

## The Filth and the Fury...

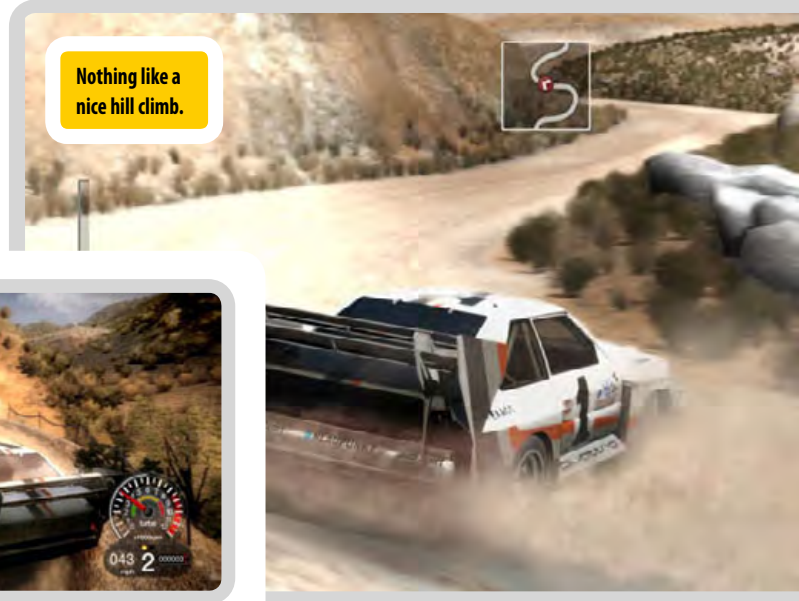
Something of a British gaming institution, you used to know where you were with your Colin McRae Rally: typically tearing down a country lane in a Ford Focus with a Welshman barking directions in your ear. The clipped tones of McRae's long time co-driver Nicky Grist were a huge part of the experience, often the difference between posting a winning time and careering into a tree.

It's immediately apparent that something has changed in DIRT when your co-driver turns to you and drawls in an American accent, "Knock 'em dead, Tiger." Worse is to follow when he cheesily advises, "Smooth and steady. I'm Mr Smooth and you're Mr Steady." And as a final dagger to the heart of all that is right and proper, how about this as an intro to one of the stages: "Ahh, England... warm beer, cottage pie and

**"If you can come to terms with being told what to do by an unfamiliar voice, this is McRae at its best."**

lovely countryside – not!"

What's going on? The game is still developed by Warwickshire-based Codemasters, but appears to be not so much pandering to the US market as pissing in the eyes of its UK heritage. As well as removing the word Rally from the title, McRae himself has been largely airbrushed out of the picture, his name appearing in pencil-thin font above the massive word DIRT on the packaging, and nowhere at all in the in-game titles. The dour Scot's cachet is on the wane in this country, so presumably he has yet to break America.



## LISTEN TO THE MAN...

Rally driving made easy



"Left turn, into long running game series endorsed by 1995 World Rally Champion..."



"Into bleak area of British woodland occupied primarily by livestock and slack-jawed yokels..."



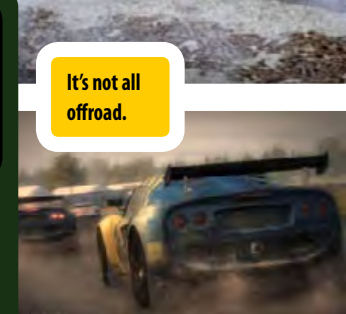
"Over jump, accompanied by increasingly irritating American co-driver whose instructions you ignore..."



"Into turn, past clutch of idiotic gurning spectators with little or no regard for personal safety..."



"And finally into fence post, accompanied by buckled bonnet, shattered radiator and hail of expletives..."





TIME 03:07.56



"Big bouncing buggies go at each other in the desert sun"

It may be dirty, but it's usually sunny.

## > Colin McRae continued

### Hit The North

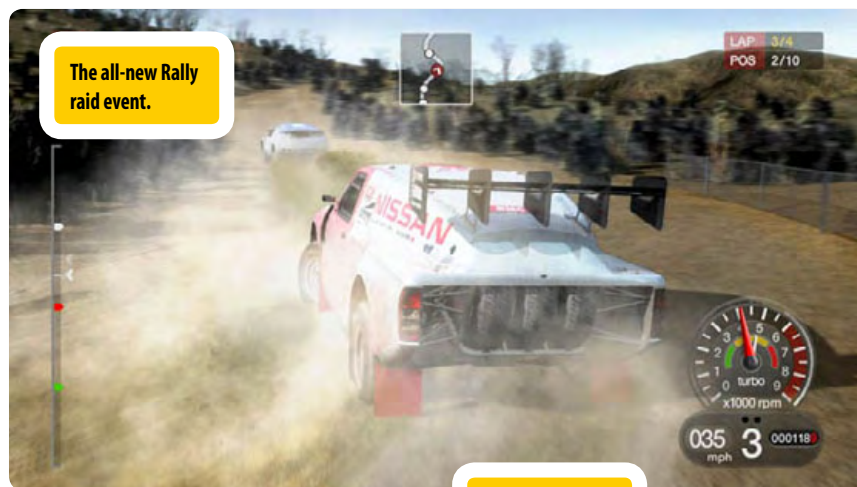
And if this sounds like rampant nationalistic paranoia, let's have a look at some of the game's vehicles. Super Buggies, anyone? Last time we played McRae we don't recall negotiating a tricky section of the Lake District in a Super Buggy. Nor do we have any vivid memories of races involving lorries, redneck pick-up trucks or glorified milk floats.

Suffice to say the game has had an overhaul. It seems that driving round a bleak Northern outpost in the pissing rain, trying to shave a tenth of a second off your time is no longer enough. What you need is big bouncing

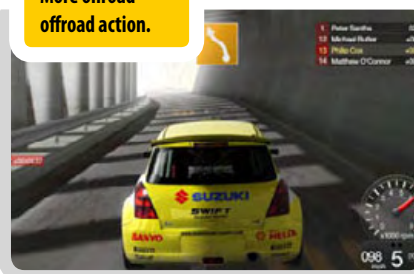
buggies going at each other in the sweltering desert sun. With nine different styles of offroad racing to be had, it's like the TOCA Race Driver series, but with less tarmac.

And given Codemasters' rich driving game heritage, it is of course perfectly playable. The various events are slung

The all-new Rally raid event.



More onroad offroad action.



The bonnet view, for dogging fans everywhere.

## NO SURRENDER TO THE USA

Three of the more US-centric vehicles...



Super Buggy

Pick-up Truck

Delivery Van

### Super Buggy

Meaty, beaty, big and bouncy, the much-derided Super Buggy may look like a toy, but certainly makes a change from driving round North Wales in a Toyota Corolla.



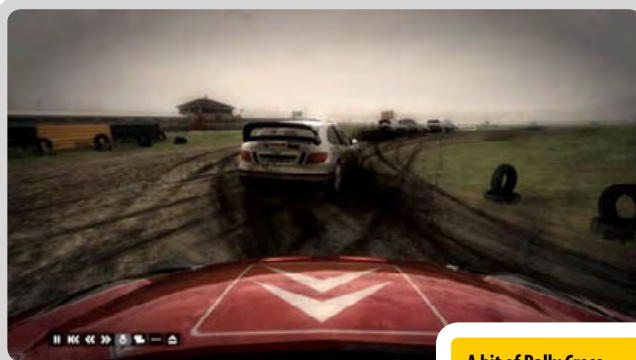
## > Colin McRae continued

together in a pyramid-based career mode, with points opening up further events and tiers, and cash enabling you to buy further vehicles, of which there are 45 in total, all officially licensed, and all highly damageable. The McRae games have always excelled in automotive destruction, and DIRT is no different, with crumpled metalwork, shattered windscreens, and doors hanging off, much of which affects the handling. Using the new Neon engine, much of the scenery is also damageable, so hitting a country gate will result in shards of wood and a satisfying crunch.

### California dreaming

A slew of officially licensed tracks are included, covering such diverse locations as California, Wisconsin, Michigan, France, Yorkshire and Fife. Somewhat ironically, for all the big truck super buggy nonsense, the 'vanilla' rally stages are still where it's at, and thankfully they can be played in isolation. Clinging to a strip of gravel at improbable speed, with one errant bounce enough to launch you off the leaderboard and into the nearby

**"The scenery is a large part of the experience, and looks absolutely spectacular"**



A bit of Rally Cross rakes up the muck.

forestry is still a white-knuckle ride. Using one of the two in-car views, it's absolutely terrifying, although you do miss out on the scenery, which is genuinely a large part of the experience, and looks absolutely spectacular.

If you can come to terms with being told what to do by an unfamiliar voice, this is McRae at its best. A perfect balance of speed and caution, there are

few gaming pleasures to match adroitly pulling off a handbrake turn to save crucial seconds. Even without looking at the clock you can innately sense when you're on a good run, and crossing the finish line with a personal best gives you an enormous sense of well being. That is until your time is loaded up onto the Xbox Live leaderboard and you find that you're a good half a minute off the world record. In further online shenanigans, up to 100 people can compete simultaneously in a rally or hill climb stage, although there's no actual Live racing.

McRae has always been about glorious solitude though, and - Super Buggies aside - this is essentially the same experience as a decade ago, just with retina-searing graphics on a big bastard telly. ●

Steve Hill

## PULSOMETER *Signs of life*

Super Buggies?

Rally cars, that's more



**360Zine Verdict** Colin McRae Rally with an added offroad game.

- Great rally sections
- Decent physics
- Americanised

**82%**





This shot sums up Forza's graphics perfectly - great, but a little plain in places.

There's nothing like a tight race to get that adrenaline pumping - it's thrilling stuff.

# Forza Motorsport 2

*Buckle up for one of the most detailed racing sims ever*

If there's two words that succinctly describe Forza 2 it's 'car porn'. This game is every motorphile's wet dream, with everything from Lamborghinis to Lancias rendered in loving hi-def detail. And it's not just the visual realisation of these automobiles that'll have car lovers salivating. Because for every nanosecond your car's out on the track, the physics system is performing hundreds - nay, thousands of

calculations, at a whopping 360fps (by comparison, the frame rate is a 'mere' 60fps) to ensure that every stat-head out there is informed of every minute detail of their vehicle's performance. Watching a replay of a race and seeing the telemetry at work is utterly jaw-dropping. Literally everything you can think of is covered - torque, power, boost, RPM, suspension, heat, damage - while you can see the camber of each tyre, its temperature, friction and amount of wear, all calculated in real time. *For every single car on the track.*

For anyone experienced (read: geeky) enough to know what it all means and how it affects performance, Forza Motorsport 2 is likely to be everything you wanted and more. Which surely rules it out for anyone who'd rather spend more time racing than tuning up, right?

Not a bit of it. Because the genius of Forza 2 is that it's as accessible or as deep as you want it to be. While it's fair to say that more casual players will be less likely to see every unlockable car, track or piece of equipment the

## PHOTO SHOOT

*The camera never lies*



**Crash-Cam**



**Nostalgic Glow**



**Site For Sore Eyes**



## Crash-Cam

The brilliant Photo Mode is one of the highlights of the package. You can take pics of your car while it's in the garage, but the best shots are taken while racing, or preferably in Replay Mode (so you can time it better).

*"Lamborghinis and Lancias rendered in loving hi-def detail"*



## > Forza continued

game has to offer - and there's a quite overwhelming array of things to buy and modify - there's still plenty for the newbie racer to sink their teeth into. Sure, it never turns into a blisteringly paced drift-fest, like your OutRuns or your Ridge Racers, but then Forza wasn't ever meant to be like that. It's still a sim, but far more friendly to those who don't know the value of stiffer valve springs. Options such as suggested race line (with guides for when to accelerate and brake), ABS, increased traction and stability can be turned on or off depending upon player experience, while the difficulty levels start out at a relatively easygoing Novice, and ramp up significantly. The class of car also affects the difficulty to a significant degree. Starting with standard production cars (like a 1992 VW Golf GTI) makes handling and taking corners a doddle, while the unlimited-class supercars will have novice drivers careering wildly all over the track.

## The greasy pole

The single-player experience is split into two modes - Arcade and Career. In the former, you can compete in Exhibition races in any class to unlock new cars, ranging from the gentle curves of the oval Nissan Speedway to the punishingly long - and incredibly tricky - Nurburgring. Standard Time Trial and Practice modes are also available, but most players will be spending their

## FREEZE FRAME

*Forza in five easy pieces*



### 30 MINS

Choosing your region for Career mode. Do you prefer Japanese, Euro or US sports cars?



### 2 HOURS

Taking a break from your Career to blitz a few races in Arcade mode.



### 5 HOURS

Reliving a close-fought race in Replay mode, and maybe taking a few pics for posterity.



### 15 HOURS

More than halfway through Career mode, and you're starting to unlock some seriously meaty vehicles.



### 50 HOURS

The toughest tracks will keep you coming back for more...and more...and more...



From Corvettes to Chryslers - Forza 2 contains over 300 cars to test to the limit!



Blurring the background in Photo Mode creates a convincing illusion of speed.

time on Career mode. Here you pick a car and a region to start out with, and compete in various races around the world. Top three placings will earn you points to 'level up' your driver which unlocks more difficult competitions, as well as giving you credits to spend on new vehicles. As many of the races are limited by class, it pays to buy as many different cars as you can to add to your garage - brilliantly, you can even spend your virtual money in online auctions. Once you've got your hands on a shiny new motor, you can customise it by purchasing parts or simply pimp your ride by giving it a new paint job or sticking decals all over it.

Of course, the vast majority of these features will seem familiar to owners of the original Forza, so what does this >

"Pick a car and compete in races around the world"



An Enzo bombing down Maple Valley - a beautiful sight for car fans.

Upgrade enough, and even a Lexus can beat a Ferrari.





Taking a corner too fast will result in skidmarks all over the place.



**"Watching a replay of a race and seeing the telemetry at work is utterly jaw-dropping"**



Replay mode doesn't have enough camera control for our liking.

## > Forza continued

version have to offer save for a new-gen graphical lick of paint? In truth, not an awful lot. The online experience is definitely enhanced - there are more tournaments, an enjoyable (though less comprehensive than PGR3's Gotham TV) spectator mode, and an improved Photo mode allowing you to upload your pics to the Forza website - but everything is a little familiar at times. Tracks are reused, and even the visual makeover isn't all that - a disconcerting number of jaggies and some rather flat and featureless trackside detail are the evident tradeoff for the framerate smoothness. And everything's still a little sterile - the front-end is fairly bland, with an uninspired electronica soundtrack.

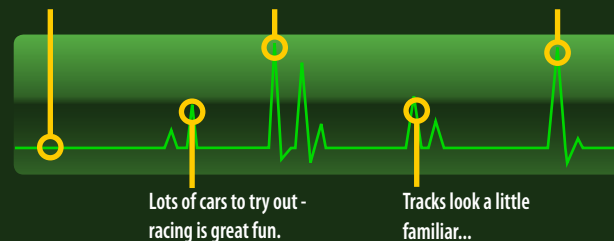
Still, especially with the 360's Wireless Racing Wheel between your palms, Forza 2 offers an unmissable driving sim experience. It may not be

## PULSOMETER *Signs of life*

Dull, rather lifeless front end.

Discovering Photo Mode!

So much to see and do.



The new damage model is effective enough, if not always totally accurate.

quite the leap forward some were hoping for, but the combination of the incredibly solid gameplay of the original with a few new bells and whistles will have the next Gran Turismo nervously checking its rear view mirror. ●

**Chris Schilling**

**360Zine Verdict** *A feature-packed racing sim for hardcore and casual players alike.*

- Supremely solid racing
- More features than ever
- Too clinical at times

**88%**



# HGZine PSP & DS games

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# Shadowrun

*It's time to take down your PC gaming pals...*

As the first game to feature cross-platform multiplayer between Windows Vista and Xbox 360, Shadowrun has been under a perhaps unfair amount of scrutiny for a long time. Since its poor first showing at E3, the developers have been slaving away in an attempt to bring the game up to the standard the public were expecting, and it's certainly been a rocky road of development. Almost a year later, and Shadowrun has finally been released on both Windows Vista and Xbox 360, but was it really worth the wait?

Before we begin this review, we need to make one thing clear - if you're buying Shadowrun, and you don't have

a Live Gold account, you may as well not bother. There's no single-player mode worth speaking of included here, and no split-screen mode, which makes Shadowrun the Xbox 360's first online-only FPS.

## I'll see you online

Luckily, when it does come down to the online side of things, Shadowrun has the formula almost perfectly cracked. Smooth and lag free, the gameplay is as enjoyable an online experience as you're likely to find, and it comes complete with a whole host of unique features. Thanks to the heritage of its pen and paper RPG inspiration, the developers have been able to

*"Smooth and lag free, it's as enjoyable an online experience as you're likely to find"*

## PC/360

*Cross platform gaming perfected*



**Setting Up**

**Who's Who**

**Play The Game**

## Setting Up

Setting up a cross-platform game between a PC and 360 is easy, thanks in no small part to the similar interface that each machine uses. The PC has its own version of the Xbox Guide, which alerts players whenever they're sent a message, or invited to a game.



Troll versus a summoned minion - a battle of the giants.



You don't want to find this guy in a dark alley.



Unlike other races, the troll can lug around the minigun with ease.

The RNA and the Lineage both have a distinct visual style

**"The cross-platform gameplay has been so well done, it really isn't noticeable"**

## > Shadowrun continued

work a lot of interesting ideas into the game, and as a result, the gameplay feels as innovative as you could imagine.

There are four races you can choose to play as in the game, each of which has its own set of strengths, weaknesses and abilities. From the lumbering Troll, whose skin hardens when its under fire, to the vertically-challenged Dwarves, who drain magical essence from anyone they stand next to, each character class has been perfectly balanced to capitalise on another's weakness, and this leads to some brilliantly strategic teamplay.

To further emphasise the importance of the different character classes, each of Shadowrun's multiplayer modes is fully team based. Forcing the player to think about the make-up of their team when choosing a character class, rather than just playing as their favourite, Shadowrun's unique brand of team based gameplay requires an incredible amount of co-operation between each player, and this is part of what makes the game so appealing.

Shooting magical creatures. It isn't right, I tell you.



Set over best-of-six rounds, which last only a few minutes each, Shadowrun's gameplay is fast and furious, as each team scramble to gain hold of an artifact, and either escape with it, or hold onto it. Points are awarded to individual players not only for the number of kills, but also for assisting your team, through healing your teammates, or resurrecting fellow players.

At the beginning of each round, you'll get the chance to buy yourself certain magical, or technological



Teleporting's not just a cool thing to do - it even looks cool

abilities, and it's here that Shadowrun really comes into its own. From magic such as Teleport, which lets the player teleport eight feet in either direction – even through solid walls, to technology such as the glider, which lets the player soar into the air, there's a huge choice of abilities on offer, and you'll have to choose wisely to benefit your team.

Of course, there's a reason why we've been neglecting to mention the cross-platform gameplay until now, and that's because it's been so well done, it really isn't noticeable. Whether a

## FREEZE FRAME

Learning the ropes



### 1 MINUTE

You begin your training, and get introduced to the world of Shadowrun by your gruff RNA commander.



### 5 MINUTES

An achievement later, and you move onto the next training level. It's here you learn about Shadowrun's more advanced magic.



### 20 MINUTES LATER

After being blown up and getting bored in training, you venture into a Live match... Realising you're out of your depth, you return to training.



### 1 HOUR

Beginning to get the hang of the intricacies of the magic and tech system, you begin to hold your own online.



### 90 MINUTES

You're really into it now. Still – the three modes and limited number of maps are beginning to be a bit restricting.



## > Shadowrun continued

player's playing with a mouse, or a gamepad, there'll be no difference in their ability just because of the platform their playing on, and the game is equally lag free across both 360 and PC.

However, despite its innovative gameplay, we can't help but feel that Shadowrun could have been so much more. The complete absence of a single-player mode is an almost unforgivable decision, and one that's made all the more painful when you see the amount of work that's gone into the backstory for the game, that we'll never get to explore. However, by far the most crippling factor is the way that Shadowrun only has a pitiful three modes, each of which is pretty much exactly the same as the others. When combined with the limited number of maps, and the disappointing lack of

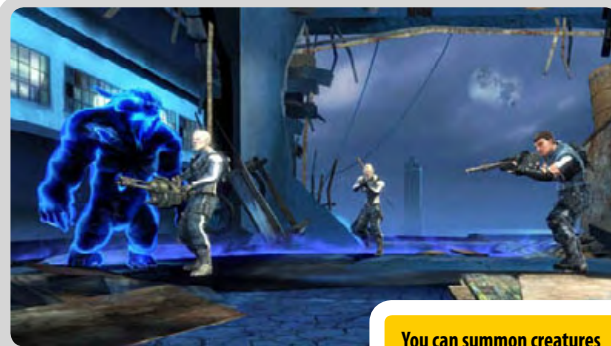
any split-screen modes, you're left with the feeling that you've been slightly short-changed.

If you've got a good set of friends, who're willing to invest the time and effort, then Shadowrun will shine with its unique ideas, and fantastically creative gameplay. However, in the end, it really is up to you how much the lack of a split-screen, or single-player mode harms the game's appeal. For us, it knocks off some of the shine. ●

Ian Morris



A troll with a sword - now there's something you don't see every day.



You can summon creatures to help your team out of a sticky situation.

**"Shadowrun is equally lag free across both 360 and PC"**

From Rocket Launchers to machine guns, there's a load of weapons to use in Shadowrun.



## PULSOMETER *Signs of life*

The training mode seems interesting enough.

Your first online match – pure, unadulterated chaos.



**360Zine Verdict** Cross-platform gameplay gets off to a flying start

- 👍 Innovative, non-stop action
- 👍 Lag-free, cross-platform multiplayer
- 👎 No true offline or split-screen mode

**79%**



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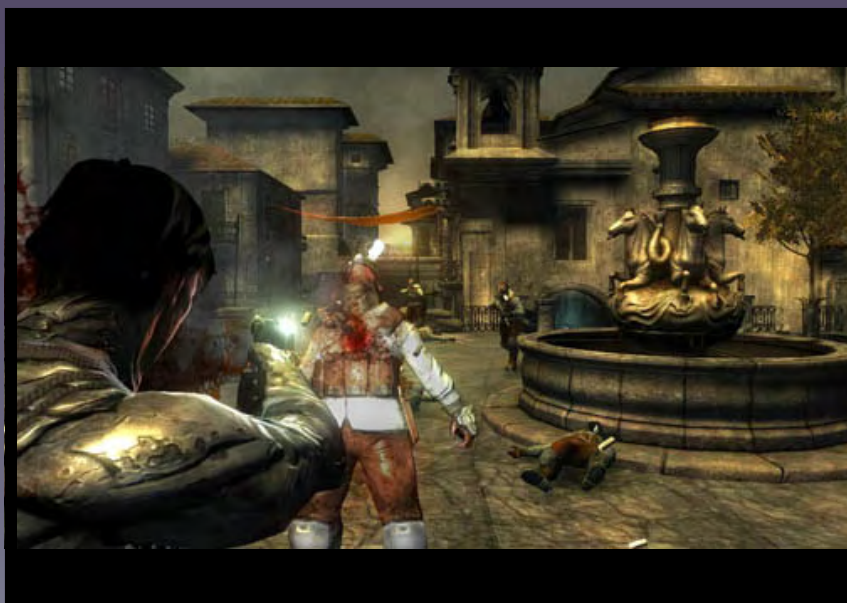
Colin McRae DiRT revealed

Dark Sector uncovered

Stuntman: Ignition Spider-Man 3

The Darkness Sega Rally

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# Xbox Live Arcade Round-Up

Catan finally conquers the XBLA, and nothing else puts up a fight

**Publisher:** Big Huge Games

**Developer:** Big Huge Games

**Heritage:** Rise of Nations, Rise of Legends

**Link:**  
www.catanlive.com

**Cost:** 800 points



Graphically, it's not that great, but the detail here is in the gameplay.



## Catan

*Where does a King keep his armies?*

A conversion of the classic board game "Settlers of Catan", this game is a testament to the variety of the XBLA. The premise of the game is deceptively simple – based on a grid of hexagons, you must build settlements, roads, and cities, with the objective of being the first to get to ten points. Points are awarded for doing various things in the game, from building a settlement, to having the largest road.

If it sounds a bit like monopoly, that's because it is, but it's also a lot, lot deeper. As each building requires resources to construct, the main objective in Catan is resource gathering. As you roll the dice, certain

tiles will produce resources for players who have a settlement at the corner of that tile, which means that there's a lot of emphasis on strategic placements. You can even trade with your opponents if you're running out of a certain resource, or have an excess of another. The strategy is just as intuitive as it is deep. A world away from anything else on the XBLA, Catan is a must buy for anyone who likes their games to be that little bit deeper.

- Easy to learn, tricky to master
- Four player Xbox Live play is tense
- Possibly too deep for some

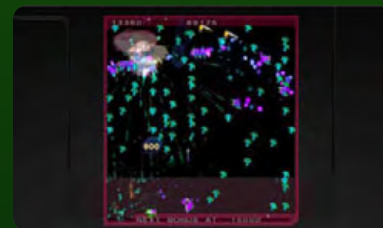
Strategic bliss

89%

## Centipede and Millipede

**Developer:** Stainless Games **Publisher:** Atari  
**Cost:** 400 MP (£3.40)

Providing better value for money than the other "retro" releases this month, by including two games for the price of one, the Centipede and Millipede collection still isn't really worth buying. You see, Centipede and Millipede are both very similar games – controlling a little spaceship at the bottom of the screen, it's your job to shoot at the multi-segmented creepy crawly that's heading towards you, destroying it before it kills you.



- Two for the price of one
- Still not really worth it
- Incredibly difficult

An ageing arthropod

40%



## Rush 'n' Attack

**Developer:** Digital Eclipse **Publisher:** Konami  
**Cost:** 400 MP (£3.40)

Originally released in 1985, Rush 'n' Attack (say it quickly), is a side-scrolling game set in the Cold War. As a US Spec Ops soldier, you're dropped behind enemy lines to free some P.O.W.s from a Russian prison camp. Armed initially with only a knife, the learning curve here is as steep as they come, as one hit kills are prevalent throughout the game. Sadly, there's only a pitiful four levels to complete, which leaves the game finishing a bit too soon for our liking.

- Old-school difficulty
- Respectably updated graphics
- Far too short

Don't rush it – it won't last

53%

## Xevious

**Developer:** Namco Bandai Games **Publisher:** Namco Bandai Games **Cost:** 400 MP (£3.40)

A top-down vertically scrolling shooter, Xevious is the third retro release to grace the marketplace this month. Providing some fairly unique multi-tier gameplay that requires you to fire at enemies both in the air, and on the ground below you, Xevious forces the player to be simultaneously aware of two planes of enemies, and react to the world around them accordingly. Although it may not sound very original now, in its day, it was revolutionary, and for just £3.40, it's not a bad buy.



- Multi-tiered gameplay
- Still fun enough to play
- No 2-player co-op

Enjoyably simple

58%



## > Xbox Live Arcade Round-Up continued

### Double Dragon

**Developer:** Razerworks  
**Publisher:** Empire Interactive  
**Cost:** 400 MP (£3.40)

If you have fond memories of Double Dragon that you'd like to keep intact, we'd suggest you steer well clear of this port. Originally released some 20 years ago, Double Dragon was the prime beat 'em up of its day, but sadly, time hasn't looked too kindly upon it. The controls are pretty poor, and the lack of moves and dodgy collision detection make the game far too frustrating. Even worse is that with the "Enhanced Graphics" turned on, the game somehow manages to make the 360 slowdown.



Slowdown in a 2D game? It doesn't even look that good!

- 2 Player is OK, for a while
- Slowdown when it looks like this?
- Poor gameplay

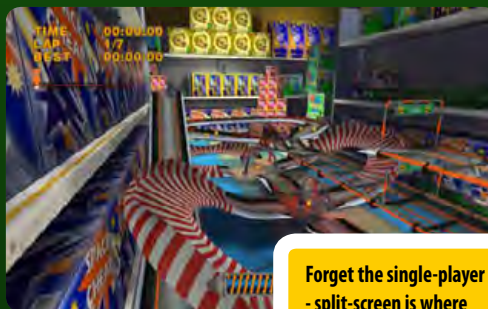
Double dreary

**38%**

### Mad Tracks

**Developer:** Load Inc **Publisher:** D3P/Load Inc  
**Cost:** 800 MP (£6.80)

With a style of gameplay that's equal parts Micro Machines and overlooked Xbox classic Mashed, Mad Tracks is an XBLA game that's a sure fire party classic. There are a range of challenges on offer here for you to complete, from straight out races, to mini-games such as pool and golf, the majority of which are also playable in either four-player split-screen, or over Xbox Live. The major problem we have with Mad Tracks is that for your 800 points, you only get a third of the game. In a few weeks extra content packs will be released that let you "double, or even triple the fun", for 350 MP each, taking the total price of this game to nearly £12.



Forget the single-player - split-screen is where Mad Tracks rules.

- 4 Player split-screen
- Decent array of challenges
- A third of a game

Shame you only get 1/3 of it.

**71%**



Don't let your girlfriend play this - you'll never get your 360 back.

### Soltrio Solitaire

Card game strikes the XBLA

**Publisher:** Silver Creek Entertainment

**Developer:** Silver Creek Entertainment

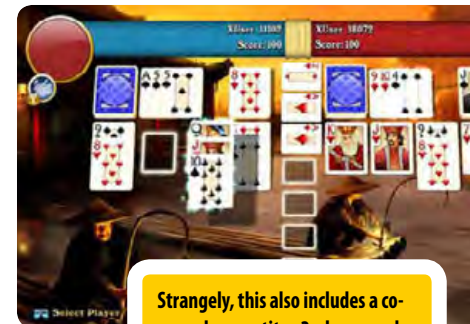
**Heritage:** Card games, Backgammon etc

**Link:** [www.silvercrk.com](http://www.silvercrk.com)

**Cost:** 800 MP (£6.80)

Although at first glance, charging 800 MP for what effectively comes free with any copy of XP may seem excessive, there's more to this than meets the eye. With eighteen types of Solitaire on offer, from favourites like Klondike, through to lesser known varieties such as Three Shuffles and a Draw, or Grandfather's Clock, Soltrio Solitaire provides more than enough variety for even the most seasoned player.

The game itself is solid enough – the only real problem we have here is with the price. With over 90 new modes on their way via downloadable content (which will undoubtedly be at a premium price), paying £6.80 for just eighteen seems a little bit excessive.



Strangely, this also includes a co-op and competitive 2-player mode.

Still, when you find yourself spending more time playing through this than you do on any of your full priced games, it must be doing something right...

- Solitaire's as addictive as ever
- Almost unlimited hours of gameplay
- Premium price

Solidly addictive

**74%**



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**Simon Sayers**

Simon is an active member of the Xbox live community. His passion for everything Xbox 360 related has led him into a career as a full-time video games journalist.

## Gearing up...

The Halo 3 beta is in full swing with servers full to the brim with gamers intent on familiarising themselves with the new maps and testing out the medley of newfangled weapons before its September release date. The competitive nature of Halo players, in conjunction with some great map designs, is already making for some

intense matches; even at this beta stage, it's safe to say that Halo 3 is shaping up to be an explosive multiplayer experience.

It's also nearly time for the highly anticipated Forza 2 to grace our consoles and there are already numerous online car clubs revving their engines and gearing themselves up for some intense multiplayer racing,



## 360Zine Fan Site of the Month

### Meet the xbox live addicts

In addition to a comprehensive news section, Xboxliveaddicts (XBLA) run a variety of weekly leagues, tournaments and events for the 360 community. A member of the XCN (Xbox community network), a group of sites recognised by Microsoft for their superb contribution to everything Xbox 360 related, XBLA are passionate about their community, which has blossomed over the past three years into one of the largest and busiest Xbox portals in the UK. We asked web mistress, Helene Wilson, what makes XBLA stand out from the crowd.

"Getting involved with XBLA is about joining the community we have become so proud of, letting everyone know who you are, what you're about and finding like minded individuals for fun and gaming frolics. Above all we welcome enthusiasm and good sportsmanship in all members." You can visit and join XBLA's community here: [www.xboxliveaddicts.co.uk](http://www.xboxliveaddicts.co.uk)



If it's friends you're after you've come to the right place.

**Click here to nominate for the next 360Zine site of the month!**



## On Marketplace

### WHAT'S HOT?

#### Halo 3 multiplayer beta

Despite some initial teething problems the Halo 3 beta test is now running smoothly. It's the most comprehensive first look at a game ever on Xbox 360, giving us a real flavour of the enhanced weapon sets and new features that we can expect to see in September.

### WHAT'S NOT?

#### Dashboard update

The compulsory spring update saw the integration of Windows Live messenger, but many gamers have been unable to use it as there's no option to change your original

gamertag-linked email account. Our featured 360 site this month has produced a petition, which they hope will persuade Microsoft to release a patch. [www.xboxliveaddicts.co.uk/forums/index.php?showtopic=17207](http://www.xboxliveaddicts.co.uk/forums/index.php?showtopic=17207)

### COMING SOON

#### The Darkness demo

The demo of the first person action adventure, The Darkness, will be available to download in the next few weeks. In addition to traditional multiplayer modes, expect a number of all-new innovative game modes when the game arrives at the end of June.

**"Halo 3 is the most comprehensive first look ever on Xbox 360"**

## The 360Zine Giveaway!

### First person action with a horror twist

Developers Starbreeze tell us that the multiplayer mode of the supernatural first person shooter, The Darkness, will have an Alien vs. Predator feel to it, and will boast some unique game modes. As you fight your way through the dark and seedy underbelly of New York City as well as the ethereal realm of the Darkness you'll be able to transform into darkling berserkers online and scare your opponents to death with a range of unspeakable acts.

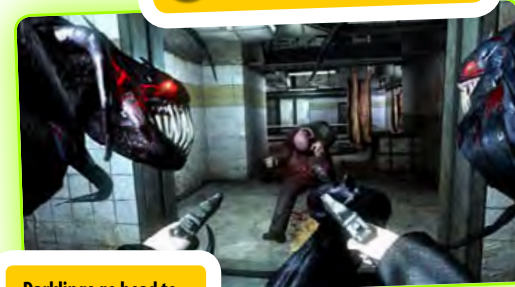
The Darkness is currently pencilled in for release on June 29th and we've got 5 copies to give away. All you need to do to win yourself a copy is answer this question...

### Name the creators of the comic book that inspired The Darkness videogame...

Click the panel to the right or email your answers to: [360community@gamerzines.com](mailto:360community@gamerzines.com)



**Click here to enter The Darkness**



**Darklings go head to head in multiplayer deathmatch.**





# 360Zine Clan of the Month

**T**GSN (Terrible Gamer Stats Network) epitomise the spirit that runs through the soul of the Xbox live community. The clan operates an open door policy to gamers of all ages who are seeking gaming nirvana, while their laid back attitude and insistence on playing light hearted and fun-filled clan matches has earned them a glowing reputation among fellow clans.

## What makes a great clan?

The clan not only has to have solid leadership and an honest mission statement, it has to embrace the community. We have guys who hardly ever play due to life commitments but always manage to make the many clan meetings and are solid contributors in the forums. The many hours we've spent keeping things running is well outweighed by the feedback we get from TGSN members who love the clan.

## CHALLENGE US TO... GEARS OF WAR

To challenge us head over to [www.tgsn.net](http://www.tgsn.net) and post on our forums. We welcome any friendly challenges on a range of Xbox 360 games. If we're lucky we may even win a game this year!

**Click here to submit your clan to 360Zine**

## What is your team's most memorable moment on Xbox live?

Well, that's a tough question. We've witnessed everything from marital differences to full on snoring, to a member's baby projectile vomiting! There can't be one singular moment, it's all been a fantastic voyage and I still think the best is yet to come.

## What games are you most looking forward to?

No surprises here, it's probably Halo 3. However, due to the amount of members we have it's probably split between lots of games like Fable 2, Bioshock and the one I'm keeping an eye on is ShadowRun, I'm really looking forward to showing those PC gamers whose boss!

Anyone for a gamertag tattoo?

**"We get loads of positive feedback from TGSN members."**



# The hottest Xbox live

Can you handle it?

Esports hits the big screen



● Xleague TV, the UK's first dedicated eSports entertainment television channel on Sky, has now launched. You can compete on the likes of Gears of War, Command & Conquer 3, PGR3, Halo 2 and FIFA 07, but in these competitions you'll have a captive audience!  
[www.xleague.tv](http://www.xleague.tv)

● XACA has only been online since January this year, yet it has already attracted over 1000 members thanks to a wealth of quality competitions and gaming ladders. This month there's no shortage of choice with some great prizes on offer for clans and sharpshooters alike, including the upcoming FIFA 07 and Tiger Woods 07 tournaments and a brand new Gamerzine-sponsored Forza 2 competition at the end of June.  
[www.xaca.org](http://www.xaca.org)

● The largest 360 live tournament, Matchbox 360XL takes place at the Birmingham NEC in August, with



Halo 3 beta ends on June 10th...

**Running a tournament?**  
**Click here to submit details for next issue!**



£7,000 worth of prizes up for grabs. Following the roaring success of their first event, it's anticipating a huge turnout. You can now sign up at the official site's forum.

[www.matchbox360.co.uk](http://www.matchbox360.co.uk)

● Baw productions is running a Halo 2 rumble pit tournament between the 9th and 14th June. It's currently overloaded with sign-ups so you'll need to get in their quick if you want to be in with a chance of winning some great prizes.  
[www.bawproductions.com](http://www.bawproductions.com)

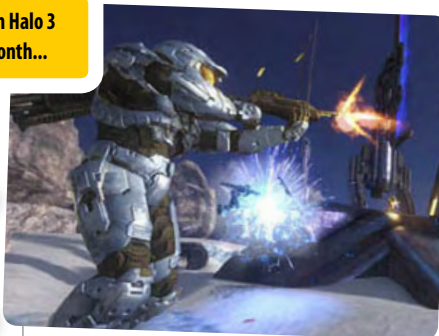
● From Gears of War to Pro Evolution 6 you can take your pick from dozens of competitions and leagues over at XBLA, including its PDZ tournament with some great prizes.  
[www.xboxliveaddicts.co.uk](http://www.xboxliveaddicts.co.uk)

● Finally, the guys at Team Warfare are running a Halo 3 beta ladder! Get in there!  
[www.teamwarfare.com](http://www.teamwarfare.com)

● If you're running a tournament let us know by emailing us at [360community@gamerzines.com](mailto:360community@gamerzines.com)



More on Halo 3  
next month...



# > Inbox

Your letters please... Email us today at  
[360zine@gamerzines.com](mailto:360zine@gamerzines.com)

**READER  
FEEDBACK!**  
Click here to  
send us a  
letter now!

## HALO GOOD-LOOKING

I'VE TRIED THE HALO 3 BETA - and to be honest the graphics are well shady. I was expecting Gears Of War, but it's not much better than Halo 2 - in fact I'm not sure they're any better at all. Is it true the game will be improved for release, or is that just the sort of developer promises we get every time a game looks ugly?

> AndyP

> Come on, non-believer. This is Bungie we're talking about - not some tinpot operation. Their own Frank O'Connor went on record,

saying, "We think that the final aesthetic look of our game will be judged at launch in September and in part based on the more intense single player spaces. We're also focused on maintaining the Halo character and atmosphere in our visual design - we're competing with ourselves, and not simply trying to match the aesthetic of other games. We think that folks will be happy with Halo 3's graphical polish come September."

In other words - yes it will get waaay better, but of course the multiplayer visuals won't match the sumptuous look of the single player game.

## PRO EVOLUTION CHEATERS

I'M SICK TO DEATH of people cheating on Pro Evo 6 on Xbox Live. Every time I take the lead against anyone in Division A the <expletive deleted!> crash the game out. It makes me feel I'm in a no-win situation - lose to them and they'll happily rise up through the rankings, start doing well and they'll try to get me to quit and lose my hard-earned ranking points. This is ruining the game for me.

> Terry Manc

> Don't self-harm just yet Terry - help may just be at hand. In a terse press release at the very end of last month Konami alluded to connection problems "wherein online game sessions are halted during game play." They say they're working with Microsoft to fix these issues and promise to keep us updated on their progress. Rest assured we'll let you know when the bug's fixed.

## GUITAR ZERO

I'VE BEEN DESPERATE to get a hold of Guitar Hero II. Why can't I find it in the shops?

> David Anderson

> Look again David - we have heard several reports of faulty Wammy sticks had forced a recall of at least some batches of guitar Hero II, but it's now back in stock in most stores. Activision has also announced GH III for 360. Our highlights of the tracklist to date are Paint It Black (Rolling Stones), Sabotage (The Beastie Boys) and

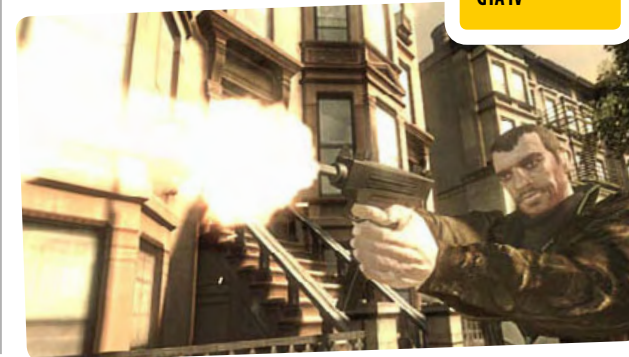
School's Out (Alice Cooper.) Rock on!

## GTA MORE

GREAT COVERAGE OF GTA IV. You asked us what we'd like to see... well I'd love to see wall cover, blind fire, diving, and shooting. It would be awesome if you could pump your car up with gas. Car signal lights would be great too. Realistic guns with less ammo would be cool as well, so that you have to think twice pulling the trigger. The game already looks AWSOME though.

> Tru Enuff

... and more on  
GTA IV



**Don't  
miss Issue 8**  
Out July 5<sup>th</sup>  
**Sign up now!**

## MISSIVE OF THE MONTH

Send us your news and views for your chance to win

If you have any news or views on what's happening in the world of 360 or you'd like to comment on anything that you've read in this month's 360Zine click here now!  
We'll bung a spanking new game for the best missive of the month.

Email us and our  
game of the month  
could be yours.





In **360Zine** Issue 8

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Tell your mates about  
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**MASSIVE PREVIEW**

# BioShock

Kieron Gillen gets hands-on with the  
genetically enhanced first person shooter

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